



Theme created by Eiti3

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OTHERWORLDLY PATRON

At 1st level, a warlock gains the Otherworldly Patron feature. Here is a new option for that feature: the Sovereign Throne.

THE SOVEREIGN THRONE

Your patron is a king maker, an emperor-creator, and is the architect behind some of the greatest, if not most terrifying, rulers existence ever has ever known. This Sovereign Throne beckons and yearns for a worthy successor. Indescribably ancient, this being has watched over and guided monarchs into the brightest of golden ages and through the blackest of dark ages. You've made a pact with the Throne, swearing to rule as its keeper, though the price for that power will undoubtedly be paid in blood.

SOVEREIGN THRONE FEATURES

Warlock Level	Feature
1st	Chosen Heir, Seat of Power
6th	Fated Trial
10th	Indomitable Presence
14th	The King's Domain

EXPANDED SPELL LIST

The Sovereign Throne let you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

SOVEREIGN THRONE EXPANDED SPELLS

Spell Level	Spells
1st	<i>command, sanctuary</i>
2nd	<i>silence, zone of truth</i>
3rd	<i>phantom steed, spirit guardians</i>
4th	<i>compulsion, Leomund's secret chest</i>
5th	<i>dominate person, legend lore</i>

CHOSEN HEIR

Beginning at 1st level, your patron has bestowed upon you the mark of succession. You gain the *light*, *minor illusion*, and *thaumaturgy* cantrips, which count as warlock cantrips for you, and do not count against your number of cantrips known. All of which you can cast only requiring verbal components.

When you cast either, you can manifest your patron's mark, be it a spectral crown, a glow around your sword, or glossed eyes, and gain advantage on Charisma checks for the next minute against all creatures within 60 feet of you who witnessed this manifestation, as they recognize your royal authority.

Once you manifest your patron's mark this way, you can't gain its benefits again until you finish a short or long rest.

SEAT OF POWER

Starting at 1st level, your patron manifests in your mind, calling your name and bestowing you power in its image. Choose a throne, or roll a d12, on the Thrones of Power table to determine the material composition of your patron.

In addition, you learn a language corresponding to your patron found on the Thrones of Power table. Your patron communicates to you in this language.

THRONES OF POWER

d12	Throne Material	Language
1	Aberrant	Deep Speech
2	Bestial	Druidic
3	Bone	Any
4	Conventional	Any Standard or Undercommon
5	Cosmic	Telepathy (30 feet)
6	Elemental	Primordial
7	Flesh, Ichor, Sinew	Infernal
8	Light	Celestial
9	Mechanical	Modron
10	Nature	Sylvan
11	Oil, Shadow, Sludge	Abyssal
12	Precious Metals (Gemstones)	Draconic or Slaad (Gem)

ADDITIONAL THRONE IDEAS

Crystal // Glass Throne	Sphinx
Magical Force Throne	Giant
Fur Throne	Gnoll
Coins Throne	Thieves' Cant
Candle Throne	Witchtongue
Porcelain Throne	Deception
Food Throne	Goblin
Snowglobe Throne	Yeti





FATED TRIAL

By 6th level, the trials you face have become more adverse — tests of fate to prove you are worthy.

When you would fail a saving throw, you can reroll the saving throw, except this time you make a Charisma saving throw instead as your force of will tries to endure this trial.

Once you use this feature, you can't use it again until you finish a short or long rest.

INDOMITABLE PRESENCE

At 10th level, you have advantage on Charisma saving throws. When you would succeed on a Charisma saving throw, you can use your reaction to cause the creature who forced you to make the saving throw to become frightened of you until the end of their next turn.

Additionally, choose one Charisma skill of which you are proficient. You gain expertise with the chosen skill, doubling your proficiency bonus for ability checks you make that use the chosen skill.

ROLEPLAYING A THRONELOCK

Your patron could be a family throne, sentient with the spirits of former rulers, and overthrown by usurpers. Perhaps your patron is a prophetic empty throne that each child must sit upon to determine the next king; no reaction until you came along.

Maybe your patron has a fiend sitting upon it and has tasked you to replace it. Or your patron could be cursed and locked away in a demi-plane. It has tasked many to free it, and he who does becomes king of an entire world.

THE KING'S DOMAIN

At 14th level, you rise to the standard your patron expects of its chosen monarch and claim domain over one school of magic. Choose one of the following schools of magic: abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, or transmutation.

You can expend a warlock spell slot to cast any 5th-level spell or lower from the chosen school of magic. The spell can be from any spell list, and counts as a warlock spell for you while you are casting it.

Once you cast a spell using this feature, you can't do so again until you finish a long rest.

CREATING A THRONE

You can talk with your DM to create your own throne, with its own language, if the current list doesn't have a specific throne you wish to utilize.

The conventional throne might resemble an extravagant wooden, iron, or stone seat, unique in its own way, while the bestial throne may consist of one giant beast, hundreds of ravens, snakes, spiders, or any other various *tiny* beasts. The elemental throne can take form of any element, while the precious metals throne has just as much freedom.

You can choose more than one throne material, but only choose one as the primary material. You gain only one language from your throne with the Seat of Power feature.

Additionally, any material you create when summoning your throne, via Invocations, can't be used as material components. Trading or gifting pieces of this material renders it valueless. Upon your death, any materials created this way erodes and scatters away.

ELDRITCH INVOCATIONS

At 2nd level, a warlock gains the Eldritch Invocations feature. Here are twenty new Invocation options for the Sovereign Throne patron.

BOUNTY OF THE BENEFACTOR

Prerequisite: 7th-Level

You can cast *fabricate* ^{PHB p.239} once using a warlock spell slot. You can't do so again until you finish a long rest.

When you would cast *fabricate* this way and don't have the materials needed to create an object, you can instead cast *fabricate* to create a Tiny object from nothing as if taken from your throne. This object vanishes when you cast *fabricate* again this way.

CROWN OF THE CATHEDRA

Prerequisite: *Pact of the Talisman* feature

Your talisman becomes a crown, or similar attire, that resembles your throne. When you expend a warlock spell slot to cast a spell that targets only you, your talisman gains a charge. Your talisman can only have a number of charges equal to half your warlock level (rounded down). These charges are separate from any other pool of charges your talisman may have.

You can use an action to expend some of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability: *crown of madness* ^{PHB p.229} (2 charges) & *crown of stars* ^{XGTE p.152} (7 charges).

A creature within 120 feet of you wearing your talisman has disadvantage on its saving throw when you cast *crown of madness* through your talisman.

Once you use this invocation, you can't cast another spell this way until you finish a long rest.

DEFILED THRONE

Whether desecrated, corrupted, cursed, or otherwise, your patron has been tainted with powerful magic and it has affected you. Over time a small portion of your body is slowly infected and begins to spread, turning your flesh into a material that resembles your patron.

Whenever you use your action to manifest your patron's mark from your Chosen Heir feature, you can reveal your cursed form as part of that action. Each affected creature must make a Wisdom saving throw against your spell save DC or become frightened of you for the next minute. When a frightened creature ends its turn in a location where it doesn't have line of sight of you, the creature can make a Wisdom saving throw, ending the frightened condition on a success. On either success, the creature becomes immune to being frightened this way for the next 24 hours.

DESTINED FOR GREATNESS

Prerequisite: 12th-level

You gain an additional use of your Fated Trial feature before requiring a short or long rest.

HEAVY IS THE CROWN

You can now change and prepare your spells whenever you finish a short or long rest. When you do so, choose a number of warlock spells equal to the amount of your warlock Known Spells. You replace your current known spells with those spells and gain a level of exhaustion. The spells must be of a level for which you have spell slots.

While you have a level of exhaustion, you can treat its effects as if it was one level lower.

KINGDOM COME

Prerequisite: 15th-level

You can cast *Mordenkainen's magnificent mansion* ^{PHB p.261} or *mighty fortress* ^{XGTE p.161} without expending a spell slot. You can't do so again until you finish a long rest. Inside either abode rests a throne in the image of your patron.

ROYAL ADVISOR

Prerequisite: *Pact of the Chain* feature

Your familiar gains the ability to speak if it doesn't already have the ability to do so, learning all the languages you know. Its Intelligence and Wisdom scores become 18 and it gains proficiency in three of the following skills of your choice: Arcana, History, Insight, Nature, Persuasion, Religion, and Survival.

Your familiar can also cast the *augury* ^{PHB p.215} spell at will, without expending spell slots or needing components.



RULE BY CONQUEST

Prerequisite: hex spell

You gain +1 to your attacks and damage rolls against creatures targeted by your *hex*^{PHB p.251} spell.

RULE BY DECREE

Prerequisite: 5th-level

You can cast a spell with a verbal component even when your ability to speak would be restricted, such as when gagged or while under the effects of the *silence*^{PHB p.275} spell. If a spell requires you to speak to a creature, the target can hear and understand you even if it doesn't share your language or is deafened.

Additionally, whenever you cast a spell that has only a verbal and somatic component, you can choose to cast it as though it only had a verbal component.

RULE BY DIVINE RIGHT

Prerequisite: Pact of the Tome feature

You cast spells from your Book of Shadows in the tongue of true divinity. Choose one 1st-level spell that requires a verbal component from the cleric spell list. The spell appears in the book and doesn't count against the number of spells you know. With your Book of Shadows in hand, you can cast the chosen spell using a warlock spell slot.

When you gain another warlock level, you can choose another spell to gain this way that is up to a spell level you can cast. The spell is added to your Book of Shadows or replaces a spell already gained this way. You can have a number of spells gained this way up to your Charisma modifier (minimum 1).

RULE BY FATE

Prerequisite: 7th-level

You can use your Fated Trial on a failed ability check, using the Charisma saving throw result to determine your new skill check result.

RULE BY FEAR

Prerequisite: 12th-level, Defiled Throne Invocation

Creatures you intimidate and frighten with your Chosen Heir feature are frightened of you for 1 hour instead of 1 minute, suffering disadvantage on saving throws against your spells.

When you would reduce a creature frightened by you this way to 0 hit points, each creature of your choice within 30 feet of the incapacitated creature or corpse must succeed on a Wisdom saving throw or also become frightened of you as if they witnessed your cursed form.

RULE BY LAW

Prerequisite: 9th-level

You can cast *geas*^{PHB p.244} once using a warlock spell slot. You can't do so again until you finish a long rest.

RULE BY VIRTUE

You gain proficiency with Insight and Persuasion. You gain advantage on Wisdom (Insight) checks against creatures affected by your Chosen Heir feature.

RULE BY WHIMSICAL MADNESS

Prerequisite: 5th-level

You gain an **indefinite madness** flaw, found on page 260 of the Dungeon Master's Guide. The flaw is determined by your DM's discretion or a roll of a d100. Only a *wish*^{PHB p.288} spell may rid you of this indefinite madness. You can't gain more than one indefinite madness this way.

You no longer need to concentrate on warlock spells, but you can't have more than two spells that require concentration active at once. Instead of making Constitution saving throws to maintain concentration, you instead must make Wisdom saving throws when you take damage, as if making a Concentration check. On a failure, you waste your next turn repeatedly whispering, freaking out, or laughing madly.

SEAT OF THRONEBOUND

Prerequisite: 7th-level

You can summon a smaller throne in the image of your patron in an empty 5 foot space within 30 feet of you. While taking a short or long rest whilst upon your throne - created by this invocation or another - you automatically are notified when a creature within 60 feet approaches you. When you finish a long rest on your throne you gain one of the following benefits of your choice:

- You gain temporary hit points equal to warlock level.
- You remove all levels of exhaustion you have.
- You replace one warlock spell you know for another you could learn.

As an action, you can dismiss your throne causing it to scatter and erode away. Once you use this invocation, you can't summon another throne this way until the previous throne has been dismissed.

THE KING'S WARD

Prerequisite: Pact of the Chain feature

When another creature occupying the same space as your familiar is targeted by the *magic missile*^{PHB p.257} spell or is hit by an attack, your familiar can cast *shield*^{PHB p.275}, ignoring the spell's normal casting time. When cast this way, the spell affects both the familiar and the creature that was hit or targeted. Your familiar can't cast *shield* this way if it is occupying the same space as you or sharing the same space with multiple other creatures.

Once the familiar casts *shield* this way, it can't do so again until the warded creature finishes a long rest or 8 hours have passed after the warded creature's death.

THE ONE TRUE KING

Prerequisite: 17th-level

When targeting a spell or magical effect from your chosen school of magic from your King's Domain feature, you can cast *dispel magic*^{PHB p.234} as a 5th-level spell, without expending a spell slot. If you cast *dispel magic* on a spell or magical effect that doesn't pertain to your chosen school of magic, then your spell fails.

If the targeted spell or effect is of 6th-level or higher, you have advantage on your ability check to end the spell or effect.



THRONE OF LIES

Prerequisite: 12th-level, *Mask of Many Faces* Invocation

You can cast *programmed illusion*^{PHB p.269} without expending a spell slot or material components. You can't do so again until you finish a long rest.

THRONE OF THE VANQUISHER

Prerequisite: 5th-level, *Pact of the Blade* feature

Your patron has always been or just-now transforms into a throne comprised entirely out of weapons. When you summon your pact weapon, it appears to be pulled directly from the sheathe of your throne, seemingly made of the same material of your patron.

When you would deal damage to a creature with your pact weapon, if it then has a number of hit points equal to your warlock level or less, the creature instantly dies. Then it's body immediately transforms into the same material as your weapon and scatters away.

When you would kill a creature this way, you can use your reaction to absorb the essence of the creature's weapon into your weapon. This effect destroys the absorbed weapon. If you do, the next time you roll damage using your pact weapon, you can treat the result of one of the weapon's damage dice as the maximum possible roll.

CREDITS

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Pact of the Talisman was created by [/u/PeanutJayGee](#) and can be found [here](#).

Special thanks to everyone in the [Discord of Many Things](#) and [/r/UnearthedArcana](#). A very specific and special thanks to [/u/AevilokE](#), [/u/BladeBotEU](#), [/u/darude11](#) (Proph), [/u/GenuineBeliever](#), [/u/LettersBrew](#), and [/u/SwordMeow](#).

ART IN ORDER OF APPEARANCE

Page #1: "[Crow](#)" by [Mohammad Nouredini](#).

Page #2: "[Lava Tree](#)" by [Alyn Spiller](#).

Page #3: "[Crystal Throne](#)" by [Alexandra Khitrova](#).

Invocation Ideas:

- Court Magician (Tome, Eldritch Blast)
- Doom Foretold (Defiled Throne Invoc)
- Kingpin
- Kingsguard
- Predecessor's Legacy
- Voice of the People (Divine Decree Invoc)
- Godking
- Taxes and Death (Hex/Curse?)
- For the King (beneficial spell cast on you by ally)
- Rule by Accident

TRAITS OF THE SOVEREIGN THRONE

Those who make their pact with the Sovereign Throne rise to the stature of a leader. The Throne slowly and carefully cultivates the sapling that you are to become a champion among mortals. When you first make your pact, or over time as you become more of a ruler, you may select a trait, or roll a d20, on the Sovereign Throne Traits table.

SOVEREIGN THRONE TRAITS

d20 Traits

- 1 You draw everyone's attention when you stand up or raise your hand.
- 2 Your shadow always appears to adorn a crown of some sort even if you aren't wearing one.
- 3 You tend to disregard authority and establish yours.
- 4 You inspire both awe and fear in the eyes of the commonwealth.
- 5 No matter how stressed or relaxed you are, whenever you are sitting, you embody authority.
- 6 When you sit in any seat that isn't your throne, you constantly fidget.
- 7 Your voice can be heard over the largest of crowds.
- 8 While waiting, you begin to rap your fingers, or fidget with a coin or a ring.
- 9 Your footsteps rumble heavily and echo in the confines of a building.
- 10 You tend to act as if your presence is a gift, and that doing the bidding of others is the act of charity.
- 11 You offer help to your subjects, refusing payment in any way.
- 12 Nothing can stop you from rescuing those in need.
- 13 You will protect the weak from the corrupt and powerful, no matter the odds.
- 14 You adorn yourself with symbology of your patron.
- 15 Leading by example, your mood tends to spread to those around you with every expression.
- 16 Your hair and skin always appear to be perfect, shining or glistening, in any situation.
- 17 Mist and smoke seemingly avoid you, as to show even nature won't stand in your way.
- 18 Unexpected guests periodically visit you, either to gain favor or test the waters.
- 19 Battle-hardened and cold, gruesome sights are all that's left to remind you that you're alive.
- 20 Your words hold more weight in the moment, as if any moment might be your defining one.





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